

**Exam Week One : 15 - 21 October 2021**

**Year 8 Subject Requirements**

Subject	In Class Practical Assessment (Y/N)	Written Exam (Y/N)	Duration of Exam	Topics Covered (please detail these below)			
English	N	Y	1hr 30 mins	Literature: Extract based response (Trash) (45 mins) Language: Descriptive and Narrative writing (45 mins)			
Maths	N	Y	2 x 45mins	Four operations including integers, decimals and negatives, fractions Factors and multiples, Indices, basic angle rules, basic algebra			
Science	N	Y	1hr	How Science works; Y8 Chemical reactions; Selected Y7 topics (cells, light, sound, energy, reproduction)			
Geography	N	Y	1hr	Africa Enquiry - (Human and Physical Features, Extreme Environments, Food and Water Security)			
History	N	Y	1hr 15mins	How did England change in Tudor England?			
R.E.	N	Y	1hr 15mins	Islam Beliefs and Teachings			
Art	N	Y	1hr 30mins	Task 1: To analyse the work of the artist image provided in the exam paper. Task 2: To draw the image in as much detail as possible using line and shading.			
Music	Y	Y	50mins	Two Assessments : Performance of a keyboard piece = 50% and a Written Paper : Music Theory - Notation based on treble clef notes and note values = 50%			
Drama	Y	N	n/a	Students have been put into groups and given an extract from Kneehigh's play Hansel & Gretel. They will perform this text using a puppet. They must be able to show the 4 main skills of bringing a puppet to life.			
French/Spanish	N	Y	1hr	<b>Spanish</b> - Asking for and ordering food in restaurants, higher numbers, using the verbs <i>soler</i> and <i>tener que</i> , infinitives with activities you do at home, saying what you do to receive money. <b>French</b> - Talking about school holidays. Revising <i>avoir</i> and <i>etre</i> . Saying what you did during the holidays, the perfect tense of regular <i>er</i> verbs, describing a visit to a theme park, use of the perfect tense of irregular verbs, answering questions.			
DT Engineering	N	Y	1hr 30mins	Elements of the Design Process; design brief, design specification, product analysis, design ideas, planning, testing and evaluating Cooking and Nutrition terms linked to the class project and food hygiene Keywords: eatwell guide, healthy, baking, 5 a day, rubbing in method, savoury, creaming method, bread, planning, protein, adapting, carbohydrates, fats and sugars, vitamins and minerals, water and fibre, healthy, weighing, claw and bridge techniques,	Cooking and Nutrition	8Q/Dm1 - DFa 8S/Dm2 - DFa	Revision resources Google Classroom & Classcharts <a href="https://technologystudent.com/">https://technologystudent.com/</a> <a href="https://www.stem.org.uk/home-learning/secondary-design-technology">https://www.stem.org.uk/home-learning/secondary-design-technology</a> <a href="https://www.bbc.co.uk/bitesize/subjects/zfr9wrmn">https://www.bbc.co.uk/bitesize/subjects/zfr9wrmn</a>
	N	Y		Elements of the Design Process; design brief, design specification, product analysis, design ideas, model making, planning, testing and evaluating Graphics terms linked to the class packaging project and drawing techniques Keywords: Isometric view, oblique view, graduated tone, net, card, cut lines, fold lines, protect, inform, transport, preserve, contain, development, imaginative, new, logo, brand, barcode, nutritional information, 2D Design, CAD, CAM, craft knife, safety rule, cutting mat, market, appeal, theme, laminate.	Graphics - Packaging and identity	8Q/Dm2 - SCe 8S/Dm1 - SCe	
	N	Y		Elements of the Design Process - design brief, design specification, product analysis, design ideas, model making, planning, testing and evaluating Product Design terms linked to the class project and drawing techniques Keywords: MDF, plywood, hardboard, acrylic, screws, picture turns, screwdriver, washer, pilot hole, drill, steel rule, glass/sandpaper, mitre joint, sliding bevel, try square, saw, file, finish, vice, bench hook, paint, wood stain, varnish, stand, audience, theme, biomimicry.	Product Design - Photo frame	8Q/Dm3 - DSo 8S/Dm3 - KNi	
				Elements of the Design Process; design brief, design specification, product analysis, design ideas, model making, planning, testing and evaluating Electronic and textile terms linked to the class project and safety factors Keywords: Polyester, fleece, pattern, zig zag stitch, target market, theme, metallic conductive thread, button cell, light changing LED, button cell holder, digital, fabric, embedded.	Etextiles - Hat		
ICT	Y	Y	1 hr	Questions on Zork game play, what makes a good computer game, difference between text based adventure games and modern computer games, how to plan a text based adventure game, questions about the game they are planning.			
P.E.	Y	N	n/a	n/a			